

# BREAK FEVER

Break Fever is a graphical 'Break Dance' game for the Commodore 64. You must control your dancer through various movements to gain the highest possible rating.

The movements are varied and the method of control to gain energy to 'Break' changes from scene to scene. Included are commonly known dances such as **The Turtle**, **Back Slam** and **Head Spinning**. As well as some totally new ideas like 'The Shuttle'. All the action is played whilst listening to an original piece of Electro Funk (Break dance music) from your Commodore 64. On the Reverse side of the cassette is a specially mixed audio version of the music, played by a Commodore 64 for you to play through any music system and dance to.

**PLAY BREAK FEVER, ITS CATCHING!**

**FULL INSTRUCTIONS OF CONTROLS  
AND MOVEMENTS ARE ON THE REVERSE**

**THE FLIP**



**THE BACK SLAM**



**THE BACK SPIN**



**MICRO LOAD**



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**INTERCEPTOR  
MICRO'S** Lindon House, The Green, Tadley, Hants.

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**BREAK FEVER**



**INTERCEPTOR  
SOFTWARE**

# BREAK FEVER



SUITABLE FOR THE  
**commodore 64**



## **To Operate This Program You Will Require a Joystick**

### **CONTROLS**

Joystick in Port 2.

### **OPTIONS**

From the title screen, use F1 and F3 to select your crew's colours. Press F7 to start game.

### **TURTLE**

The Turtle is a supreme test of balance and strength. Use your joystick to balance the breaker. The first move will be to the RIGHT so have the 'stick ready when you start. The next movement of the joystick will be UP then LEFT and finally DOWN. If you move in the wrong direction or are too slow, the breaker will fall.

### **DONKEY KICK**

Donkey kicks require a lot of energy. Move the joystick LEFT and RIGHT simultaneously, you will see your energy level rising (or falling!). When you think you have maximum energy, press FIRE. The breaker will now 'do his thing'. If you can keep the breaker on his feet, you will gain extra points.

### **SPACE SHUTTLE**

The Space Shuttle is, DIFFICULT. Here the breaker is spinning on his finger (!). Move the joystick RIGHT, UP, LEFT and DOWN to move him round. Here the energy level will act as a timer. When it reaches maximum, your time is up.

### **HEADSPIN**

The Headspin is a thrilling, but potentially dangerous, event. Move the joystick from side to side to make the breaker spin. The energy level will again act as a timer.

### **FLIP**

The Flip requires excellent judgement and GUTS.

Press the FIRE button on your joystick, and hold it down. You will see the energy level rising and falling, release the button when you think the level is at its maximum. Keeping the breaker on his feet gains extra points once more

### **BACK SLAM**

Back Slam requires precision timing and solid concentration.

The breaker moves with up and down motions of the joystick. Start the move with the 'stick in the UP position then move it DOWN, the breakers body will 'wave'. Repeat the move with further UP - DOWN motions.

### **BACKSPIN**

Backspin is the simplest of breaking moves.

You will see your energy level rising and falling. Hit the FIRE button when you think that you have maximum energy.

After each move you will receive a rating and you will also receive a final rating when the game ends. These ratings range from 'BAD NEWS' to the supreme accolade of 'AWSOM !'

GOOD LUCK and remember, breakdance takes practise. Practise hard and you CAN do it!

Ratings Range from the lowest which is 'You is Bad News, Slack, Crucial, Well Hard, Cronic Man, Styley, Murder, Stylo, Wacked, Wild Style and Awsom which is the Highest.